

# INVITATION TO BID

## BRIDGEPORT NEIGHBORHOOD TRUST

There will be a **Mandatory Walk-Through**  
at **122 Atlantic Street, Bridgeport, CT 06604**  
on **FRIDAY, DECEMBER 20<sup>TH</sup> 2013 at 10:00 a.m.**

Separate sealed bids for the General Construction Contract to rehabilitate this property for the BRIDGEPORT NEIGHBORHOOD TRUST

will be accepted at:

Bridgeport Neighborhood Trust  
240 Fairfield Avenue, 3<sup>rd</sup> Floor, Bridgeport, CT 06604

**BIDS WILL BE RECEIVED** until:

**DEADLINE: MONDAY, DECEMBER 30<sup>th</sup> 2013, at 4:00 P.M.**

No bids will be accepted after that date and time.

SCOPE OF WORK & BID FORMS will be provided at the Walk-through. Please return BID FORMS signed. One original copy of each bid is required. **Each contractor must submit the documents listed on the Bidders Check list enclosed as well as the Lead Remediation Contractor's license with their bid, if Bridgeport Neighborhood Trust does not already have these on file.**

**For further information call Brian J. Rogers @ (203) 331-6385**

The bidder must not discriminate, nor permit discrimination against any person on the grounds of race, color, national origin, sex, handicap, or veteran status, in employment practices, in any contractual arrangements, in any other business operations.

The Contractor must have General Liability Insurance in the amount of \$2,000,000 aggregate, \$1,000,000 per occurrence with Auto Liability and Property Damage coverage in the amount of \$1,000,000 aggregate and \$300,000 each occurrence. Bridgeport Neighborhood Trust and Owner shall be named as insured by specific endorsement to the policy of insurance carried by Contractor; proof of said coverage shall be provided to Bridgeport Neighborhood Trust and Owner prior to or at the time of the execution of a Contract. Contractor shall maintain insurance coverage in accordance with the Insurance Requirements listed. Workers Compensation Insurance is also required in accordance with the State of Connecticut's Workers Compensation Laws.